

WHAT IS CLAIMED IS:

- 1 1. A game system for providing a local edition of an online game, the game
2 system comprising:
3 a game device;
4 a game server in communication with the game device, the game server
5 comprising:
6 a processor, and
7 a storage device in communication with the processor, the storage
8 device storing instructions adapted to be executed by the processor for:
9 receiving from the game device an indication of a
10 geographic location;
11 determining game content based on the geographic location;
12 transmitting the game content to the game device; and
13 determining at least one product guarantee to offer a player
14 based on the geographic location.
- 1 2. The game system of claim 1, further comprising:
2 a second storage device in communication with the game server, the second
3 storage device storing data that identifies a plurality of prize sponsors,
4 in which each prize sponsor of the plurality of prize sponsors is associated
5 with respective geographic data, and
6 in which each prize sponsor of the plurality of prize sponsors is associated
7 with at least one respective product guarantee.

1 3. The game system of claim 1, in which determining the at least one product
2 guarantee to offer the player comprises:

3 identifying a local prize sponsor from the plurality of prize sponsors based
4 on the geographic location and the respective geographic data associated with each
5 prize sponsor; and

6 determining a product guarantee to offer the player,
7 in which the product guarantee is associated with the local prize sponsor.

1 4. A method comprising:

2 determining geographic data that is associated with a user;

3 determining at least one game element based on the geographic data;

4 initiating a game for the user, the game including the at least one game
5 element;

6 determining a price level of the user;

7 determining whether to provide at least one product guarantee to the user
8 based on the price level; and

9 providing the user with at least one product guarantee.

1 5. The method of claim 4, in which determining the price level of the user
2 comprises:

3 increasing the price level based on play of the game by the user.

1 6. The method of claim 4, further comprising:

2 displaying an indication of the price level to the user.

1 7. The method of claim 4, in which displaying the indication of the price level
2 comprises:

3 displaying the price level using a price meter.

- 1 8. The method of claim 4, in which the price level comprises a credit amount.
- 1 9. The method of claim 4, in which the price level comprises a price.
- 1 10. The method of claim 4, further comprising:
2 determining a purchase amount for the at least one product guarantee; and
3 receiving the purchase amount from the user.
- 1 11. The method of claim 10, in which determining the purchase amount
2 comprises:
3 determining the purchase amount based on the price level.
- 1 12. The method of claim 10, in which determining the purchase amount
2 comprises:
3 determining a target price; and
4 subtracting the price level from the target price to determine the purchase
5 amount.
- 1 13. The method of claim 4, in which the at least one game element comprises at
2 least one of:
3 an indication of a merchant,
4 a representation of a product,
5 a price of a product,
6 a question about a price of a product, and
7 an indication of a location of the user.
- 1 14. The method of claim 4, further comprising:
2 determining a plurality of offers based on the geographic data.
- 1 15. The method of claim 4, further comprising:
2 transmitting respective indications of a plurality of products to the user.

- 1 16. The method of claim 4, further comprising:
2 displaying a showcase of products to the user.
- 1 17. The method of claim 4, in which determining whether to provide at least
2 one product guarantee to the user comprises:
3 determining, based on the price level, how many product guarantees the
4 user is eligible to receive.
- 1 18. The method of claim 4, further comprising:
2 receiving a payment from the user in exchange for the at least one product
3 guarantee.
- 1 19. The method of claim 4, further comprising:
2 determining an amount to charge the user for the at least one product
3 guarantee.
- 1 20. A method comprising:
2 determining geographic data that is associated with a player;
3 determining a plurality of product guarantees based on the geographic data;
4 initiating a game;
5 determining a price level of the player in the game;
6 determining, based on the price level, whether to allow the player to select
7 at least one product guarantee from the plurality of product guarantees; and
8 receiving an indication of a selection by the player of at least one product
9 guarantee.
- 1 21. A method comprising:
2 determining location data that is associated with a customer;
3 initiating a game based on the location data;
4 determining that the customer is eligible to receive at least one product
5 guarantee based on play of the game by the customer;

6 determining whether the customer accepts at least one product guarantee;
7 and
8 if the customer accepts at least one product guarantee,
9 transmitting redemption information to the customer, the
10 redemption information including an indication of the at least one product
11 guarantee.

1 22. The method of claim 21, in which the redemption information comprises
2 information about a printable certificate.

1 23. The method of claim 21, in which the redemption information comprises a
2 prize code.

1 24. The method of claim 21, further comprising:
2 storing an indication of distribution of the at least one product guarantee to
3 the customer.

1 25. The method of claim 21, further comprising:
2 receiving a request from a merchant to validate a product guarantee.

1 26. The method of claim 25, further comprising:
2 determining whether the product guarantee is valid.

1 27. The method of claim 26, further comprising:
2 transmitting to the merchant a signal that indicates whether the product
3 guarantee is valid.